



INSTRUCTION MANUAL

PLEASE KEEP FOR FUTURE REFERENCE

LAND AIR RC is easy to play with but it is a technically advanced product. Please make sure you understand this manual thoroughly before playing.

Features

1. RC plane which able to take off on the RC vehicle-top launching cradle
2. RC vehicle also serves as a mobile recharging station for the plane
3. Single lever parking for programmed launching
4. Bi-motor controlled RC plane with 3 speeds for climbing, steering, navigating and declining; max scaled speed up to 300mph
5. Bi speed full function RC vehicle with scaled speed up to 300mph (1:25) (as fast as the plane)
6. Highly elastic foam molded the fuselage & wings into one piece to ensure both good durability and aerodynamic of airplane
7. Easy parking design for load and unload of airplane from the launch cradle
8. Wind direction indicator on the TX to assist better maneuver of plane
9. Easy propeller replacement design with 6 spare propellers of different color set(s)

This package includes:

This Instruction Manual

RC Airplane, with 4.8V Rechargeable Battery included

RC Vehicle, with battery chamber at the bottom

Controller (with separate antenna)

Spare Propellers (x6)

Wind direction indicator

Optional (only available for packaging with BP & C + Flex):

9.6V (1.2V x 8 AA) 700mAh NiCd rechargeable battery

4-hour AC Charger for 9.6V rechargeable battery pack

1.5V AAA x6 alkaline batteries for TX

Preparations

Before starting to play, make sure you have:

Fully charged 9.6V (1.2V x 8 AA) 700mAh or above, NiCd or NiMH rechargeable battery pack(s) (charged by 9.6V AC charger)

Fresh 1.5V AAA x 6 alkaline batteries for TX

IMPORTANT NOTES

VEHICLE

A battery pack is located under the vehicle. This is to provide power to vehicle as well as charging up the airplane.

A fully charged 9.6V battery pack should be installed in this unit before playing.

Switch to "OFF" to power off the vehicle.

At "OFF" position, the battery pack functions as a charger for the plane.

Switch to "ON" to power on the vehicle.

The plane is not able to charge under this mode.

Please remember to switch "OFF" the vehicle after playing.

Charging up the 9.6 battery pack

Unlock and take out the charging unit.

Unscrew and take out the battery pack to connect to a 9.6V AC adaptor to charge.

Connect and put back the battery pack into the charging unit.

Screw the battery door, with the hose putting into the hose chamber, and then lock the charging unit under the vehicle.

Charging up the Airplane

Open the side door on the top housing, take out the charging thread and connect to the airplane to charge. A red LED will flash until end of charging.

The charging process will take 3 to 4 minutes.

Disconnect the thread, put back into the vehicle and close the side door after changing.

Remember to turn on the airplane before launching.

AIRPLANE

The plane can only be charged at the switch off position.

Remember to switch off the plane after use.

CONTROLLER (TX)

"BOOST" button is located at the top left corner for vehicle control.

This also served as the propeller start up button for hand launching of airplane.

The lower middle LEVER button, "L -A" is the toggle for launching plane.

Remember to switch off the TX after use.

a) Take off from the Vehicle

To launch the plane from the vehicle, switch the LEVER button to "L" mode before turning on the controller.

Parking the lever from "L" to "A" mode to launch (please refer to detailed working instruction below.)

b) Hand Launching

To play with the plane alone, switch the LEVER button to "A" mode before turning on the controller, press the "BOOST" button to start the propellers and then launch the plane by hand in a horizontal path and directly oppose the wind.

In case you have accidentally switching off the controller when the plane is on the air, please turn on the controller again, press the "BOOST" button to regain the control of airplane.

WORKING INSTRUCTION

- 1) Find an **open area** with a **plain road**. Make sure you have a runway of length 30 to 50m.
- 2) To install the Airplane on the Vehicle-top launching cradle, push down the side lever at the vehicle top front to unlock the clamp.
- 3) Position the airplane in the cradle until the tail of airplane touch the location pin at the rear of the vehicle.
- 4) Press slightly on top of the plane where the battery locates to hold the middle of fuselage.
- 5) Pull up the side lever to lock the plane.
- 6) Check and ensure the plane is locked properly.
- 7) Remember to get the plane fully charged every time before launching.
- 8) Make sure the controller is in parked to **L** (land)
- 9) Be sure both airplane and vehicle is power on before launching.
- 10) Press the BOOST button and control the vehicle to run in a **straight path and against slight head wind or no wind**.
- 11) Park the controller from **L** to **A** (air) mode. The plane will take off in two seconds.
- 12) It would proper steer automatically to left or right as there is a head wind.
- 13) Control the plane after 2 to 3 seconds after leaving the vehicle.
- 14) Push the joystick on the left to increase the speed and climb up
- 15) Push down the joystick on the left to decrease the speed and climb down.
- 16) Steer the plane using the joystick on the right.
- 17) Steer the plane to fly with full speed against the head wind to climb up efficiently.
- 18) **Please do not hold the steering joystick all the time, otherwise the plane will fly in a spiral in path and finally lose speed and fall down suddenly.**
- 19) Depending on your navigation technique, the flight time is up to 3 minutes, so remember to land well before the limit is reached.

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions : (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.